AGB-ATJE-USA



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- · Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

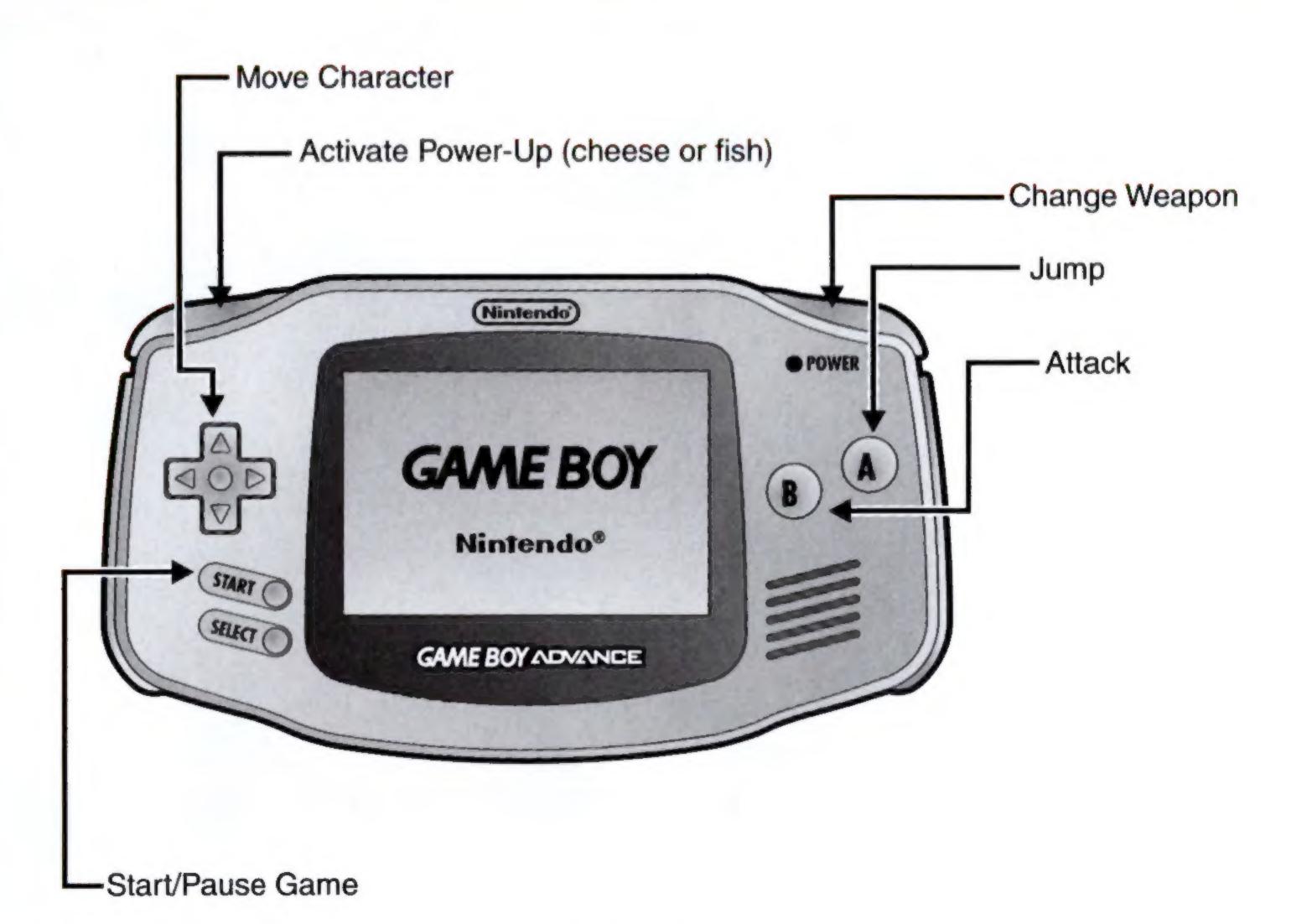
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GAME BOY® ADVANCE CONTROLS





Control Pad:

Pressing LEFT or RIGHT on the Control Pad will move your character in that direction.

A Button:

Jump (if you press Control Pad UP + A Button you can jump even higher!)

B Button:

Attack

L Button:

Activate a Super Cheese or Super Fish power up item.

R Button:

This button will switch your character's weapon if more than one weapon has been picked up in the current game level.





LANGUAGE SELECTION

Use the (ONTROL PAD) to choose English, French, German, Italian, or Spanish.

Press ABUTTON to make your language selection.

Press at the title screen and you will go directly to character select.

CHARACTER SELECT

Choose to play either Tom or Jerry or continue a game already in progress – the game is a bit different from each character's perspective, so if you finish with one, you can play as the other! Generally, Jerry's game is a bit easier than Tom's.

CONTINUE (Password Entry)

During game play you can press START to pause the game. This pause screen will also display a four-number password that you can use to continue play from the beginning of that level. This password will also be given if you run out of health and the game ends. Enter your four-letter password on the password screen and press START to confirm your selection.





ON SCREEN DISPLAY

Below is a game screen from Tom and Jerry: The Magic Ring.



-1 - Health Bar: Your health bar will indicate how much damage Tom or Jerry can take before losing a life. Green indicates full health; yellow indicates moderate health, and red indicates that Tom and Jerry are not feeling at all well!



-2 – Weapon in Hand: Shows the weapon the character is currently holding. In this case it's a bat – I wonder what Jerry will do with that? With no weapon in hand, you'll see a paw – attacking with that will do damage to enemies, but is a last resort as it is really not that powerful.



GAME STORY

Chip the Sorcerer has instructed his faithful cat Tom to watch his precious and powerful MAGIC RING while he goes to India to fetch a Calcutta Cow that's needed to complete his magical experiments. Chip promises Tom a big, juicy salmon as a reward but warns the cat that if something happens to the ring there will be one less kitty in the house! In no time, Jerry manages to grab the ring and decides it will make a splendid crown as it fits perfectly on his head. Once he puts it on, however, it's stuck and Tom sets upon grabbing the mouse to remove it by force. Once more, the chase begins!

PLAYING THE GAME

Whether you play as Tom or Jerry, move either character using the Control Pad. Swat at enemies or throw stuff at 'em using the B Button while you leap nimbly out of the way or onto high places while using the A Button.

WEAPONS

Along the way, Tom and Jerry will pick up weapons to use to defend themselves from the bad guys – if you pick up a weapon it will be shown in the lower right corner, replacing the paw icon. Try it out on a bad alley cat by simply pressing the A Button! It's important to remember that if you collect more than one, you can switch off between them by using the R Button.

KEEP THAT HEALTH UP

Some enemies you defeat will drop either cheese (when playing as Jerry) or fish (Tom) that will refill your character's health bar a bit when picked up.





SUPER PICK-UPS

Somewhere along each level Tom and Jerry may find a super-fish or super-cheese pick-up (respectively) that will not only refill your character's health to full, but also will cause your character to inflict double damage with whatever weapon he is using! You can use the super-fish/super-cheese pick-up whenever you want by pressing the L Button once Tom or Jerry has picked it up. Careful how you use it, however, as the double damage only lasts for a short time!

GAME LEVELS

The Living Room: It all starts here! Jerry has mistaken Chip the Sorcerer's Magic Ring for a new hat, and now it's stuck on his noggin! He's got to find a way to get it off before Tom takes it from

him the hard way! There may be something to help within the kitchen.

Kitchen: Here you must avoid gangs of invading alley cats out for your hide while seeking out clues to how to get rid of that darn ring! Look out for Chip's maid, who, with the help of Chip's china, will make your life extremely difficult.

The Basement: Sorcerer Chip's deepest secrets are kept hidden in his basement lab – great care must be taken not to disturb his arcane experiments!

The Park: Once out of the house you'll have to make your way through the city park. Uncle Pecos is passing through town — he may help out Jerry but he won't be too happy to see Tom!

What's beyond the park is anyone's guess – neither Tom or Jerry has traveled beyond. What's for sure is that they're sure to encounter some unfriendly faces along the way!





LEVEL BOSSES

At the end of some game levels you will go head-to-head with a powerful boss who you will have to defeat in order to progress to the next stage. Keep an eye out for the Boss' health meter (similar to your own) so you can check on how much damage you need to deal before he's done!

ENEMIES

From the little to big, here are some of the bad guys you'll find in your quest to get that darn ring off Jerry's head!



Look out for an extra special MYSTERY GUEST STAR!







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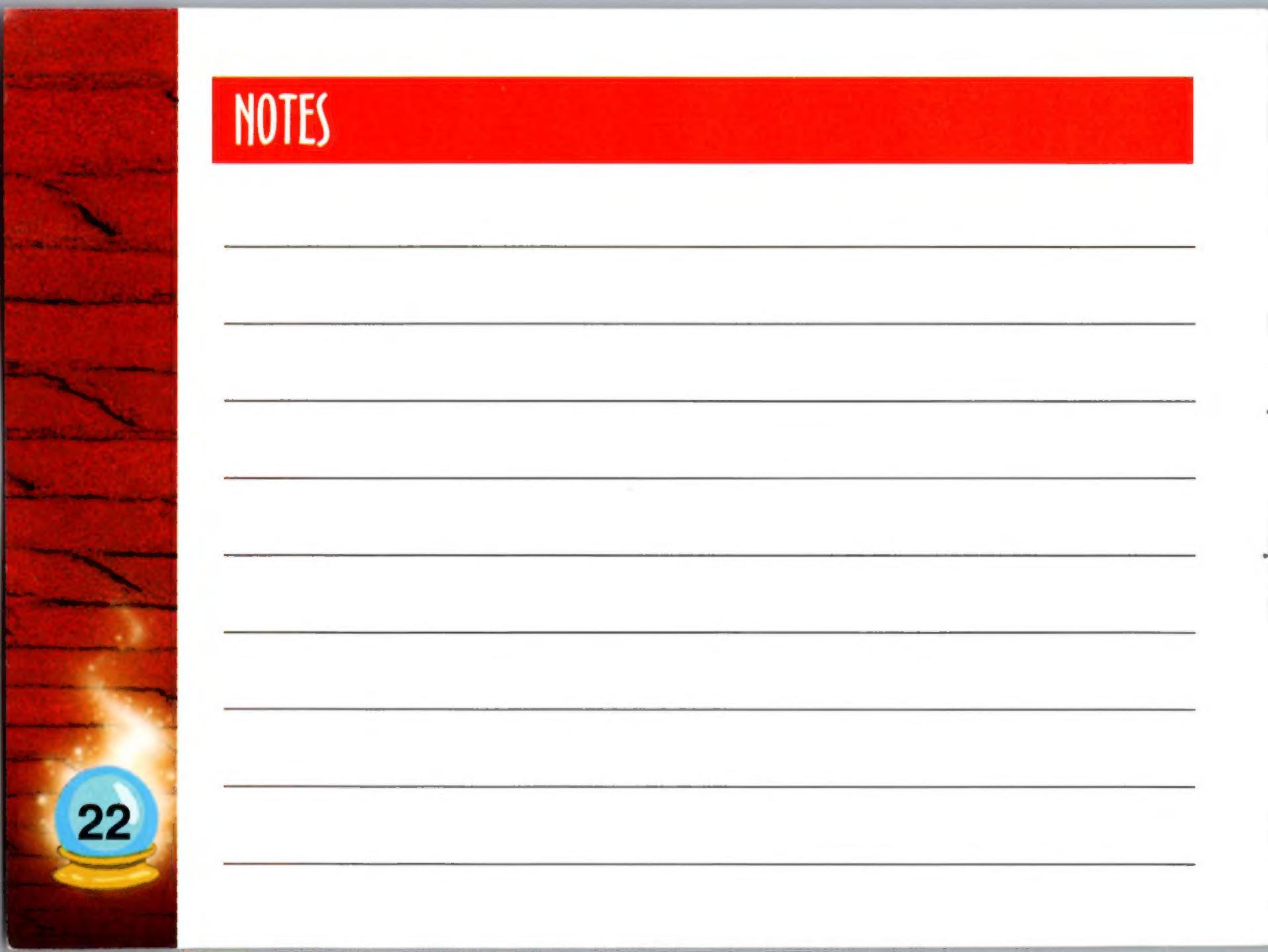






NOTES





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